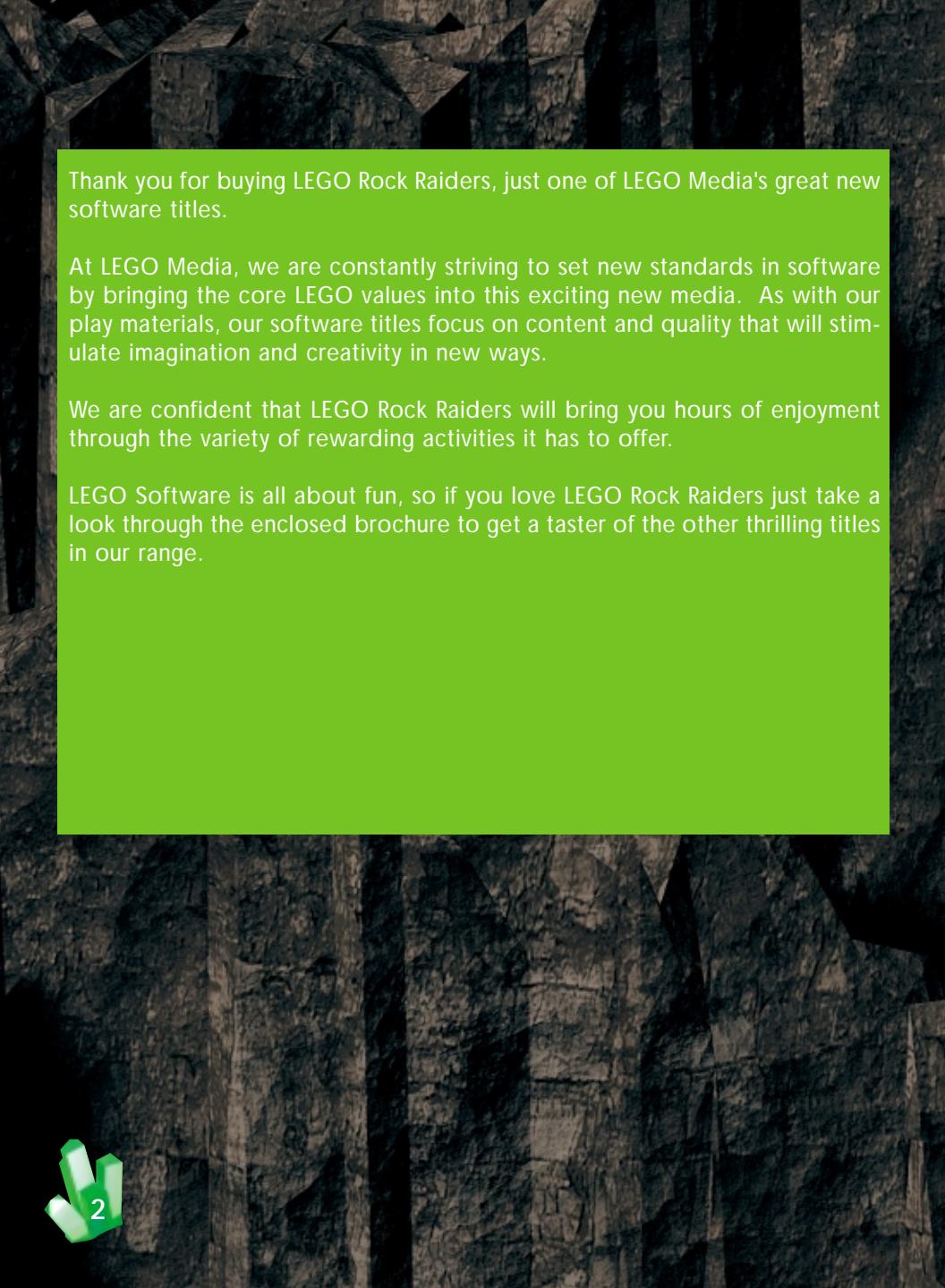# LEGO®

ROCK RAIDERS

Instruction Manual

Thank you for buying LEGO Rock Raiders, just one of LEGO Media's great new software titles.

At LEGO Media, we are constantly striving to set new standards in software by bringing the core LEGO values into this exciting new media. As with our play materials, our software titles focus on content and quality that will stimulate imagination and creativity in new ways.

We are confident that LEGO Rock Raiders will bring you hours of enjoyment through the variety of rewarding activities it has to offer.

LEGO Software is all about fun, so if you love LEGO Rock Raiders just take a look through the enclosed brochure to get a taster of the other thrilling titles in our range.

CONTENTS

CONTENTS

GAME SET-UP

COMPUTER

100% Windows 95/98 DirectX 6.0 Compatible Computer required. Game not compatible with Windows NT, OS/2, Linux or Windows emulated operating system.

CPU:	Pentium 200MHz or higher required.
Memory:	32 MB RAM or higher required.
Video Card:	4MB PCI or AGP DirectX 6.0 compatible 3D accelerator card required
CD-ROM:	4X speed or faster CD-ROM or DVD drive required.
Sound Card:	100% Windows 95/98 DirectX 6.0 compatible 16-bit sound card.
Input Device:	100% Windows 95/98 compatible mouse and keyboard
DirectX:	Microsoft DirectX 6.0 is included on this CD-ROM and must be installed to play LEGO Rock Raiders. Please refer to **readme.txt** file contained on the LEGO Rock Raiders CD-ROM or the **technical reference manual** for more Information regarding DirectX.

NOTE:	Your system may require the "latest" Windows 95/98 drivers for your particular hardware. The CD-ROM has to be present in the CD-ROM / DVD Drive for the Game to run.

Installation:	requires 200MB hard drive space. (Uncompressed)*

* Uncompressed means that the hard drive has not been subjected to any form of file compression, which allows the hard drive space to be increased. For example under Windows 98 the option that would usually be used to perform this function would be DriveSpace.

GAME SET-UP

HOW DO I INSTALL LEGO ROCK RAIDERS?

Place the LEGO Rock Raiders CD-ROM into your CD-ROM drive.
The installation help screen will become active after a few seconds.
Follow the instructions that are displayed and you will be informed when
the installation is complete.

> **NOTE:** If the autorun option does not activate then this could be linked
> to the autorun function being disabled on your system. (See
> **readme.txt** file on the LEGO Rock Raiders CD-ROM or the
> **technical reference manual** for further explanation on how to
> activate the autorun feature)

HOW DO I START LEGO ROCK RAIDERS?

You must restart your computer if you have been running any other appli-
cations, apart from the setup program. The game should always be played
with as few other applications running as possible, and it is best to wait for
hard disk activity to stop before running the game. To run the game, click
onto :

> **Start**
> **Programs**
> **LEGO MEDIA**
> **LEGO ROCK RAIDERS**
> **LEGO ROCK RAIDERS**

The CD-ROM has to be present in the **CD-ROM / DVD Drive** for the Game to run.

HOW DO I UNINSTALL THE GAME?

It is advisable to uninstall the game using the LEGO Rock Raiders uninstall option. To uninstall the game, click onto:

Start
Programs
LEGO MEDIA
LEGO ROCK RAIDERS
UNINSTALL LEGO ROCK RAIDERS

The Uninstall option will help you remove files regarding this program from your system.

NOTE: Any saved games regarding LEGO Rock Raiders will not be removed by using the uninstall option. These will have to be removed manually.

HOW DO I CHECK THAT THE SCREEN RESOLUTION IS CORRECT FOR THIS GAME?

Place your mouse pointer on a clear area within the **Windows desktop screen** and using the right-hand mouse button click once. A menu will be displayed from which you need to select, using your left-hand mouse button, the **Properties** option. The Display Properties option folder is now shown and you need to select the **Settings** tab. Ensure that **High Color 16 bit option** is set with the minimum recommended resolution area of **640 x 480**. Apply any changes and restart your machine.

HOW DO I CHECK TO ENSURE THAT ALL OF MY DIRECTX 6.0 DRIVERS ARE CERTIFIED?

Windows 95/98 with DirectX 6.0

NOTE: If you are unsure regarding any installation of DirectX drivers then please contact your PC manufacturer as DirectX can alter your video / sound card settings if not installed correctly.

With DirectX 6.0, you can check for a successful DirectX setup by doing the following:

Click on My Computer (Desk Top Screen)
Choose:
C drive
Program Files folder
DirectX folder
Setup folder
DXDIAG icon
(Blue circle with yellow cross within it)

The screen that appears has multiple tabs along the top. You will want to click on the DirectX Drivers tab. All of the drivers are listed separately and you will find a **Notes** field along the bottom. Within the notes field any problems encountered will be listed.

Most manufacturers of video cards and sound cards are releasing updated drivers for Windows 95/98 to meet the DirectX standard. You will want to contact the manufacturer of any component that is not supported and ask them about obtaining drivers that support DirectX.

If you have any issues starting or running this game please see the readme.txt file contained within the LEGO Rock Raiders CD-ROM, or the technical reference manual, which will help you with possible solutions for issues encountered with this game.

Once the game is up and running, you will see the introduction movie. Then the Main Menu will appear on your screen.

GAME OVERVIEW

Onboard the huge mining ship LMS Explorer, the Rock Raiders are returning home after a long expedition through the outer rim of the galaxy. Everything is going fine…. until the ship accidentally sails into a giant asteroid field! The crew struggles bravely to guide the ship through the storm of tumbling rocks, but the endless bombardment quickly damages the ship's shield and puts the crew in danger.

Just when the Rock Raiders think things can't get any worse, the ship's sensors detected a vast wormhole at the center of the asteroid field - and it's sucking them in! With the ship low on power and listing badly, there's little the crew can do but accept their fate and hang on!

Miraculously the badly damaged ship, now running on emergency power, emerges from the wormhole in one piece. However, the crew's initial relief soon turns to horror when they realize that the wormhole has flung them right across the universe and into the heart of a distant alien galaxy!

Chief, the captain of the Explorer, decides to set course for the nearest planet, gambling that the emergency power will hold out long enough for the ship to get there safely. Time is of the essence: if the Rock Raiders are to stand any chance of getting home, they must make emergency repairs to the Explorer and, more importantly, stock up on energy crystals which are running dangerously low.

As the Explorer goes into orbit around the strange alien world, a geological scan shows that there are rich seams of Energy Crystals beneath the planet's surface – but can the sensors be trusted? The only way to find out is to send in the Rock Raiders!

MAIN MENU OPTIONS

After the introduction movie, the first screen you will see is the Title Screen. There are no options for you to choose on this screen. After a short amount of time, the game will load and you will see the Main Menu screen. This screen has five options that you can choose from. These are Start Game, Load A Saved Game, Training Missions, Credits and Quit Game.

NOTE: When you move your mouse pointer over an option, it will turn yellow.

TIP: **If you spend a little time looking at the Main Menu screen, you may notice a few of the underground inhabitants in the background!**

START GAME

Click on this option to begin a new LEGO Rock Raiders game.

NOTE: To learn more about starting a new game, look at SELECTING A MISSION on page 13.

MAIN MENU OPTIONS

LOAD A SAVED GAME

Click on this option to continue playing LEGO Rock Raiders from where you last played the game.

NOTE: To learn more about loading games, look at LOADING A SAVED GAME on page 14.

TRAINING MISSIONS

Click on this option to start playing the LEGO Rock Raiders Training Missions.

NOTE: To learn more about the Training Missions, look at PLAYING   TRAIN-ING MISSIONS on page 15.

CREDITS

Click on this option to find out more about the people who made LEGO Rock Raiders.

QUIT GAME

Click on this option to exit the LEGO Rock Raiders game.

NOTE: To learn more about quitting from the game, look at QUITTING LEGO ROCK RAIDERS on page 16.

SELECTING A MISSION

On this screen you are able to select which LEGO Rock Raiders mission you would like to play. There are lots of different missions to choose from and the missions become more difficult the deeper into the planet you go. This means that you must play some of the earlier missions before you can get to the really deep caverns! You will notice that each cavern shows a different mission. If you position your mouse pointer over a cavern, the name of the mission will be shown at the bottom of the screen, together with the score for the mission and a message telling you if the mission has been completed. There is also a Back option. Click on the Back icon to go back to the Main Menu screen.

NOTE: Only missions that you can play will display their name. If it is the first time that you have played LEGO Rock Raiders, you will only be able to play the first mission. You will also notice that there is more than just one mission on each level. This means that if you find that one mission is too difficult, you can try to get to the deeper caverns by playing a different mission.

LOADING A SAVED GAME

On this screen you will be able to load any game that you have saved. To do this, move the mouse pointer over the Saved Game that you would like to load. It will turn yellow. When you click the mouse button, the game will be loaded. Up to five games can be saved. There is also a Back option that will take you back to the Main Menu screen.

NOTE: You can save a game each time you complete a mission. You can only load a saved game from the Main Menu screen. To learn more about saving a game, look at SAVING YOUR GAME on page 18.

PLAYING TRAINING MISSIONS

On this screen, you will be able to load a Training Mission. Each mission will teach you something different about becoming a LEGO Rock Raider! You will notice that each cavern shows a different Training Mission. If you position your mouse pointer over a cavern, the name and level of the mission will be shown at the bottom of the screen. There is also a Back option. Click on the Back icon to go back to the Main Menu screen.

QUITTING ROCK RAIDERS

On this screen, you will be able to quit from LEGO Rock Raiders. If you want to leave the game, move the mouse pointer over the Quit Game option and click the mouse button. You will be asked if you are sure. If you really want to leave the game, click "Yes". If you have changed your mind and you don't want to leave the game, click "No" and you will go back to the Main Menu screen.
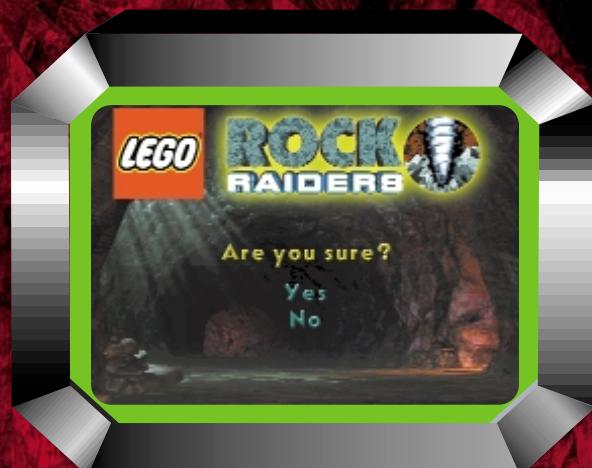
MISSION SCORES SCREEN

When you complete a mission, you will see this screen.

It will show you how well you did in the mission and you can use this as a guide to improve your scores. There are also two options on this screen. You can save your game or carry on playing without saving.

SAVING YOUR GAME

Each time you complete a mission, you can save your game. Click on the Save Game option on the Mission Score screen. This will take you to the Save Game screen, where you can save your game. To save your game, click on one of the five Save Game slots.

NOTE: If all of the Save Game slots are full, you can still save your game. If you click on one of the Save Game slots, you will save your current game and the old Saved Game will be lost. You will be asked if you are sure that you want to do this before you lose your old game.

LEGO ROCK RAIDERS CONTROLS

The game controls are the buttons that you click to tell your Rock Raiders which tasks to carry out. The controls are positioned around the screen, on toolbars and in menus and sub-menus. A toolbar is a simple way of putting buttons into a list. A menu is a list of options that you can choose from. An icon is a small picture that simply shows you what will happen when you click on it. A collection of toolbars, menus and icons is called an interface. To make it simpler to understand, we will describe the interface in small sections. These sections are SELECTING ROCK RAIDERS, MOVEMENT AND CAMERA CONTROLS, MOUSE POINTER ICONS and CONTROLLING ROCK RAIDERS.

SELECTING ROCK RAIDERS

Throughout the game, you will need to select your Rock Raiders so that you can give them tasks.

To select a single Rock Raider, move the mouse pointer over a Rock Raider and click. A green box will appear around him to show that he has been selected.

To select a group of Rock Raiders, move the mouse pointer next to them. Hold down the mouse button and move the mouse and you will see a box that changes size as you move the mouse. This is called "dragging a box". When you "drag a box", any Rock Raiders that are inside the box will be selected when you let go of the mouse button. You can also select a single Rock Raider in this way.

BUILDING MATERIALS

There are two mineral types that your Rock Raiders can collect, Energy Crystals and Ore. They can both be found by drilling rock. Your Rock Raiders will collect them automatically and take them to the Tool Store to be stored, or taken to a building or vehicle that needs them. The numbers at the bottom right corner of the screen tell you how many Energy Crystals or pieces of Ore your Rock Raiders have collected.

Energy Crystals and Ore are very important. Your Rock Raiders collect Energy Crystals and use them to power buildings and vehicles. Remember - you need to collect enough Energy Crystals to power the engines of the L.M.S. Explorer. Ore is used to construct the buildings that make up the Rock Raider HQ.

Energy Crystals

These precious minerals supply your base with power and can be found by drilling cavern walls. Only a few cavern walls contain Energy Crystals, so your Rock Raiders will need to work hard to find them! Energy Crystals are stored at the Tool Store until you have built a Power Station.

Recharging Energy Crystals

Each Energy Crystal has a limited supply of energy. Once the energy has been drained from an Energy Crystal, it is returned to the Tool Store where it can be collected and recharged at a Recharge Seam (if one is available) to be used again. Energy Crystals turn purple in color when the energy has been used up.

Ore

This is a raw material that your Rock Raiders will use to construct buildings and upgrade vehicles. Ore is stored at the Tool Store until you have built an Ore Refinery.

Refining Ore

Once Ore has been refined, it is turned into Building Studs that will speed up the construction of new buildings. To start with, it takes five pieces of Ore to make a Building Stud. If you have built an Ore Refinery, your Rock Raiders will take the Ore there instead of to the Tool Store. Building Studs are created automatically and stored at the Tool Store. When you upgrade an Ore refinery, it will take less Ore to make a Building Stud.

MOVEMENT AND CAMERA CONTROLS

The mouse pointer used in LEGO Rock Raiders is not a normal looking mouse pointer. At certain times in the game, it will show you important information. This is what it looks like when you first begin.

You will need to use the mouse to move around in LEGO Rock Raiders. Try moving the pointer to any edge of the screen. As the pointer gets close to an edge of the screen, it will begin to scroll. This means that you are changing your view of the world by moving the pointer left, right, up or down. It's as if you have a camera and you can only look at a small part of the world through the lens. You will notice that the longer you hold the mouse against the edge of the screen, the faster the screen will scroll.

LEGO ROCK RAIDERS CONTROLS

There are some other controls that help you to move around in LEGO Rock Raiders. They are positioned at the bottom of the screen and they look like this:

<u>These are your camera controls.</u>

(A)   Press these buttons to zoom your view in or out. Click on the "+" button to zoom in, or click on the "-" to zoom out.

(B)   This button controls the direction that you look in. Click on the arrows pointing up and down to raise or lower your view. Click on the arrows pointing left and right to rotate your view left or right.

NOTE: You can hold down your mouse button and drag the mouse in any direction while the mouse pointer is on this button. The speed that the camera moves depends on how far you move the pointer from the center of the button. If you move the pointer near to the edge of the button, the camera will move quickly - if you move the pointer near the center of the button, the camera will move slowly.

(C)   This button will really help if you become lost while exploring! Click this button to center the view on your base. If you click the button repeatedly, it will center on each of the other buildings that make up your Rock Raider HQ. If you do not have any buildings, it will center on each of your Rock Raiders in turn.

MOUSE POINTER ICONS – ROCK TYPES

The mouse pointer gives you important information. If you move the mouse pointer over the rock, it will change to show you information about the rock type. There are four rock types that you will come across in LEGO Rock Raiders: Dirt, Loose Rock, Hard Rock and Solid Rock.

NOTE: To learn more about drilling, look at DRILLING on page 25 or THE DRILLING MENU o

A   B   C   D   E   F

(A)   **Dirt**
        This icon shows you that the area is made of Dirt and can be drilled quickly by a Rock Raider.

(B)   **Loose Rock**
        This icon shows you that the rock is loose and can be drilled by a Rock Raider.

(C)   **Hard Rock**
        This icon shows you that the rock is hard and cannot be drilled by a Rock Raider using only a hand drill.

NOTE: To learn more about how to mine Hard Rock, look at how to USE DYNAMITE on page 45.

(D)   **Solid Rock**
        This icon shows you that the rock is solid.
        Nothing can drill through Solid Rock.

TIP: **If you move your mouse pointer over the various objects in the underground caverns, a message will appear under your pointer telling you what the object is.**

(E)   This icon will briefly appear when you click on the rock or ground and it tells you that an area can be mined or built upon.

(F)   This icon will briefly appear when you click on the rock or ground and it tells you that you cannot mine or build in that area.

MOUSE POINTER ICONS – ROCK RAIDER TASKS

There are also icons that tell you what tasks your selected LEGO Rock Raiders can do. If you move your mouse pointer over rock or land, when a Rock Raider is selected, icons will appear in the mouse pointer to show you what tasks your Rock Raider can do.

NOTE: When you select a Rock Raider, he will stop whatever task he was doing until you give him a new task, or you select a different object. When you select a Rock Raider, the action toolbar in the top right hand corner of the screen will change to show other tasks that he can do. To learn more about using the ROCK RAIDERS ACTION TOOLBAR, look at the section on page **27**.

| A | B | C | D | E |

(A)   **Walking**
This icon will appear when the mouse pointer is over an area of land. When you click the mouse button, and this icon is showing, your Rock Raider will walk to wherever you clicked.

24

NOTE: If your Rock Raider cannot reach the place that you clicked, he will carry on with task that he was doing before he was selected.

(B) **Drilling**
This icon will appear when the mouse pointer is over any rock that can be drilled. When you click the mouse button, and this icon is showing, your Rock Raider will go and drill the rock that you clicked on.

NOTE: If your Rock Raider cannot reach the rock that you wanted him to drill, he will carry on with the task that he was doing before he was selected.

(C) **Picking up Energy Crystals**
If a Rock Raider is selected and this icon appears, you can click on the Energy Crystal to make the Rock Raider pick it up.

(D) **Picking up Ore**
If a Rock Raider is selected, and this icon appears, you can click on the piece of Ore to make the Rock Raider pick it up.

(E) **Clearing Rubble**
This icon will appear when the mouse pointer is over any area of rubble. When you click the mouse button, your Rock Raider will go and clear rubble from the floor where you clicked.

NOTE: These are very quick ways to give commands to your Rock Raiders. For other ways, look at the ROCK RAIDER ACTIONS MENU on page **28**.

MOUSE POINTER ICONS – INFORMATION ICONS

There are six other mouse pointer icons that you need to know about.
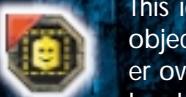
This icon appears when you move the mouse pointer over an object that contains information. If you keep the mouse pointer over an object for a short time, the object's information will be shown.

These icons appear when you are placing a building. If the building cannot be placed in the area where you are pointing the mouse, a little cross will appear at the bottom of the icon. If you are able to place a building in the selected spot, a small arrow that points down will replace the cross.

NOTE: To learn more about how to place buildings, look at THE BUILDINGS TOOLBAR on page 36.

These icons appear when you move the mouse pointer over mineral seams.

A   B   C

(A)   **Energy Crystal Seam**
This is a rock face that is made of Energy Crystals. If you drill it, you will find more Energy Crystals than normal.

(B)   **Ore Seam**
This is a rock face that is made of Ore. If you drill it, you will find more Ore than normal.

(C)   **Recharge Seam**
This rock face cannot be drilled. If you need to recharge an Energy Crystal, your Rock Raider will take it to a Recharge Seam where it will be topped up with more energy.

CONTROLLING YOUR ROCK RAIDERS

ROCK RAIDER ACTION MENU

The action menu is positioned at the top right of the screen. From this menu, you are able to control almost all of your Rock Raiders' actions, including transporting your Rock Raiders and their vehicles, drilling and reinforcing rock, clearing rubble and building your Rock Raider HQ.

> **NOTE:** If an action cannot be done, the icon will appear as a gray image instead.

To learn more about vehicles and buildings, look at the UNIT OVERVIEW section on page 58.

A →

B →

C →

D →

(A)   **Teleport Rock Raider To Planet**
Click on this icon to teleport a Rock Raider down to the cavern! This action will only be available when you have a Tool Store.

(B)   **Buildings Menu**
Click on this icon to access the Buildings Menu. This menu is where you select the different buildings that you want to build as part of your Rock Raider HQ.

> **NOTE:** To learn more about how to place buildings, look at THE BUILDINGS MENU on page 36.

27

C) **Small Vehicles**

Click on this icon to access the Small Vehicles menu. This menu is where you select the different vehicles that you want to use as part of your mining and exploration.

(D) **Large Vehicles**

Click on this icon to access the Large Vehicles menu. This menu is where you select the different large vehicles that you want to use as part of your mining and exploration.

TIP: If you move your mouse pointer over an icon on a menu, you will be shown some pictures of what you need to build before you can get the unit or building. In this example, a Power Station cannot be constructed until a Tool Store and a Teleport Pad have been con- structed and upgraded to Level 1.

NOTE: To exit a toolbar and return to the game, click on the orange Back icon in the top left corner of the toolbar.

ROCK RAIDER ACTIONS MENU

When you select a Rock Raider, this menu appears. From here, you can give many different tasks to your selected Rock Raider.

(A) **Feed Rock Raider**

Click this icon to send your Rock Raider to the Support Station to get some food. Your Rock Raiders can get very hungry while they are hard at work in the underground caverns.

A
B
C
D
E
F
G
H
I
J

28

When they start to get hungry, they will slow down and their tasks will take longer. If you want them to be working at full speed you must keep their strength up.

NOTE: To learn more about how hungry a Rock Raider is, look at the UNIT OVERVIEW on page 58.

(B)   **Drop Carried Object**
If your Rock Raider is carrying an Energy Crystal or a piece of Ore, and you want him to do something different, you can force him to drop what he is carrying by clicking on this icon.

(C)   **Pick Up Object**
If you want a Rock Raider to collect an Energy Crystal or a piece of Ore, you can make him pick it up by clicking on the Pick Up Object icon and then clicking on the object.

(D)   **Go To Tool Menu**
This menu is where you select the different tools that you want your Rock Raider to use for mining and exploration.

NOTE: To learn more about the ROCK RAIDER TOOL MENU, look at the section on page 32.

(E)   **Drop Sonic Blaster**
Click this icon to make a Rock Raider place a Sonic Blaster. A Sonic Blaster is used to scare away creatures that are approaching, or attacking, your base. A single, loud Sonic Blast will be heard and any creature within range will run away as fast as possible. If you click this icon and a Rock Raider doesn't already have Sonic Blasters, he will automatically go to collect them from the Tool Store.

(F) **Upgrade Rock Raider**

An upgraded Rock Raider is able to carry more tools. Each upgrade will let the Rock Raider carry an extra tool – to a maximum of five. Being able to carry more tools means that your Rock Raiders can work more quickly. To upgrade a Rock Raider, click on this icon. He will run to the Tool Store and start doing exercises. When he has finished, he will be able to carry an extra tool. A Rock Raider can only be upgraded three times. Each time, he will have to do more exercise but he will be able to carry an extra tool.

TIP: **Sometimes, your Rock Raiders may have finished all their tasks and need something else to do! This is a good time to upgrade them.**

(G) **Go To Training Menu**

This menu is where you select new skills for your Rock Raiders to learn. Some skills cannot be learned until certain buildings have been constructed.

NOTE: To learn more about the ROCK RAIDER TRAINING MENU, look at the section on page 34.

(H) **Eye View**

If you want to see the game as if you were looking through the eyes of a Rock Raider, change the game view by clicking this icon.

(I) **Shoulder View**

If you want to see the game as if you were looking over the shoulders of a Rock Raider, change the game view by clicking this icon.

NOTE: A new menu will appear to replace the Rock Raiders Actions Menu. To learn more about changing the game view, look at THE GAME VIEW MENU on page 44.

(J)   **Teleport Rock Raider To The L.M.S. Explorer**
Click this icon to teleport a Rock Raider back to the L.M.S. Explorer. If your Rock Raiders are in danger, click this icon to tele-port them to safety.

TIP: **This will happen automatically if a Rock Raider's Shield becomes too low.**

NOTE: For more information about the Shield, look at UNIT OVERVIEW on page 58.

ROCK RAIDER TOOL MENU

When a Rock Raider first joins your team underground, he will only be equipped with a Drill. During the mission, you may need to make a Rock Raider get a different tool. To do this, select a Rock Raider by clicking on him, click on the Go To Tool Menu icon, then click on the icon of the tool that you want him to collect.

At any time, you can click on the Back icon to return to the ROCK RAIDER ACTION TOOLBAR.

NOTE: You must have a Tool Store in order for a Rock Raider to be able to collect any of these tools.

(A)   **Get Drill**
Click this icon to make a Rock Raider collect a Drill. The Drill is used for drilling rock. It can drill against Dirt and Loose Rock surface types. A Rock Raider starts a mission equipped with a Drill, but later in the game he may need to collect it again.

(B)   **Get Shovel**
Click this icon to make a Rock Raider collect a Shovel. The Shovel is used to clear rubble from cavern floors.

(C)   **Get Hammer**
Click this icon to make a Rock Raider collect a Hammer. The Hammer is used to reinforce cavern walls.

A
B
C
D
E
F
G
H

32

D)   **Get Spanner**
Click this icon to make a Rock Raider collect a Spanner. The Spanner is used to repair damaged buildings. Only a Rock Raider who is trained as an Engineer can repair buildings. To learn about training your Rock Raiders, look at the ROCK RAIDER TRAINING MENU on page 34.

(E)   **Get Laser Beam**
Click this icon to make a Rock Raider collect a Laser Beam. The Laser Beam is used defensively.

(F)   **Get Pusher Beam**
Click this icon to make a Rock Raider collect a Pusher Beam. The Pusher Beam is used defensively.

(G)   **Get Freezer Beam**
Click this icon to make a Rock Raider collect a Freezer Beam. The Freezer Beam is used defensively.

NOTE: When Action Stations! is sounded, any Rock Raider who is carrying a Laser, Freezer or Pusher Beam will defend the Rock Raider HQ. To learn more about this, look at the Action Stations! section on page 52.

(H)   **Get Sonic Blaster**
Click this icon to make a Rock Raider collect Sonic Blasters. Sonic Blasters are used defensively.

ROCK RAIDER TRAINING MENU

During a mission, you may need Rock Raiders to learn specialist skills. This is known as training. To do this, select a Rock Raider by clicking on him, click on the Training Menu icon and then click on the icon that shows the skill you want him to learn. When you complete a mission, any Rock Raiders that have been trained will be the first ones teleported down next, so it is a good idea to try and keep trained Rock Raiders out of danger.

A

B

C

D

E

F

> **NOTE:** For each different skill, a certain type of building must have been constructed before a Rock Raider can train. To learn more about the buildings that you need, see below.

(A)   **Train As Driver**
Once a Rock Raider has trained as a Driver, he will be able to drive any vehicle requiring a Driver. To be able to train a Rock Raider in this skill, you need to have built a Support Station.

(B)   **Train As Engineer**
Once a Rock Raider has trained as an Engineer, he will be able to repair buildings and reinforce walls as long as he is carrying a Spanner and a Hammer. If an Engineer is not carrying the tools he needs, he will get them from the Tool Store. To be able to train a Rock Raider in this skill, you need to have built an Upgrade Station.

(C)   **Train As Geologist**
Once a Rock Raider has trained as a Geologist, he will be better at using the radar and scanner. Training in this skill requires a Geology Center.

(D)   **Train As Pilot**
Once a Rock Raider has trained as a Pilot, he will be able to pilot any flying vehicle. Training in this skill requires a Teleport Pad.

(E)   **Train As Sailor**
Once a Rock Raider has trained as a Sailor, he will be able to use any water vehicle. Training in this skill requires the Docks.

(F)   **Train As Explosives Expert**
Once a Rock Raider has trained as an Explosives Expert, he will be able to use Dynamite safely. Training in this skill requires a Tool Store upgraded to Level 2.

If a Rock Raider learns new skills during a mission, he will remember them and will be able to use them in later missions. If his shield runs out at any time, he will be teleported back to the L.M.S. Explorer where he will remain for the rest of the game, as he has to recharge his shield which takes a lot of power – something the L.M.S. Explorer just doesn't have!

Keeping a team of well-trained Rock Raiders will be important if you want to complete some of the harder missions. Your most highly skilled Rock Raiders are always the first to be teleported down. This means that you can get your Rock Raider HQ up and running more quickly. If it looks like a Rock Raider is getting into trouble, select him and click on the Teleport Rock Raider To Cargo Ship icon. This will teleport him up to safety before his shield is totally used up.

BUILDINGS MENU

To construct new buildings, click on the Buildings icon, this will take you to the Buildings menu where you can choose the building that you want to construct. When you click on the icon of the building you would like to construct you will see a rectangular box appear on the screen. This represents the size of the building so you will know how much floor space will be needed. Move the rectangle around the floor of the cavern by using the mouse. If the rectangle is green and yellow, you have found a suitable spot to start the construction. Click the mouse button to start constructing your new building. The yellow area shows where the entrance to the building will be and this will always point towards a Power Path. If any part of the rectangle is red, it means that the building cannot be constructed on that spot.

> **NOTE:** To learn more about what each building does, look at the UNIT
> OVERVIEW on page 58.

Tool Store

Teleport Pad

Docks

Power Station

Support Station

Geological Center

Upgrade Station

Ore Refinery

Mining Laser

Super Teleport

BUILDING MAINTENANCE MENU

You will need to look after your buildings and there are some controls that you need to know about that will help you keep your Rock Raiders HQ running smoothly. Click on a building to see the Building Maintenance Menu.

A

B

C

D

(A) **Repair Building**
Click on this icon to repair damaged buildings. An Engineer will go to the building and start to repair it, if he has a Spanner. If your Engineer doesn't have a Spanner, he will automatically collect one from the Tool Store. If you have not trained an Engineer, a Rock Raider will go to the Upgrade Station to train as an Engineer and then go to repair the building.

(B) **Turn Power On/Off**
All buildings need to have power. If the selected building has power, click this icon to turn it off. It you do this, you can use the power for a different building. If the selected building does not have power, click this icon to turn the power on (if any is available).

NOTE: To learn more about buildings and power, look at the BUILDING POWER PATHS AND ELECTRIC FENCES on page 46.

37

(C)   Upgrade Building

Some buildings cannot be constructed, and some units cannot be trained, until certain other buildings have been constructed. For example, you cannot build a Power Station until you have an upgraded Tool Store and Teleport Pad. Some buildings have to be upgraded before you can construct others. Click on the Upgrade Building icon. When you click this icon, you will receive a message on-screen that tells you which new buildings can be constructed and which units can be trained. Each building upgrade costs 5 pieces of Ore (or one Building Stud).

To find out what level a building has been upgraded to, keep the mouse pointer over it for a short time and the building name will be shown with a small note in brackets after it, telling you the level of upgrade.

Some buildings can be upgraded three times.

(D)   Teleport Building To The L.M.S. Explorer

If you are getting low on Energy Crystals or Ore, you can select a building and click this icon. The selected building will be teleported away and the Energy Crystals and Ore that were used to build it will be left behind, ready for your Rock Raiders to use for other buildings. Be careful when you do this, you might limit your building options.

CANCEL BUILDING MENU

If a building or Power Path is under construction, and you decide you do not want to build it, you can cancel the construction by clicking on the building site and then clicking on the Cancel Building icon.

SMALL VEHICLE MENU

When you click on the Small Vehicles icon, this menu will appear. Click on the icon of the vehicle that you want to teleport down. If you keep the mouse pointer over the icon for a short time, a set of pictures will appear on the left of it. These show you which buildings you need to construct and upgrade before you can teleport down the selected vehicle.

NOTE: Some vehicles require that certain buildings have been created and upgraded before they can be teleported down to a cavern. To learn more about what individual vehicles can do, look at UNIT OVERVIEW on page 58.

← **Hover Scout**

← **Small Digger**

← **Small Transport Truck**

← **Rapid Rider**

← **Small Mobile Laser Cutter**

← **Tunnel Scout**

LARGE VEHICLE MENU

When you click on the Large Vehicles icon, this menu will appear. Click on the icon of the vehicle that you want to teleport down. If you keep the mouse pointer over the icon for a short time, a set of pictures will appear on the left of it. These show you which buildings you need to construct and upgrade before you can teleport down the selected vehicle.

Loader Dozer
Granite Grinder
Large Mobile Laser Cutter
Chrome Crusher
Cargo Carrier

GET DRIVER MENU

A
B

When you first teleport down a vehicle, it will not have a driver. Click on a vehicle to see the Get Driver menu. Use this menu to get a driver for the vehicle.

(A)   **Get Driver**
When you click this icon, a driver will get into the vehicle and you will be able to control it. If you have not trained a Driver or Pilot, a Rock Raider will go to the Support Station or a Teleport Pad to train as a Driver or Pilot.

(B)   **Teleport Vehicle To The L.M.S. Explorer**
Click this icon to teleport the selected vehicle back to the L.M.S. Explorer. When you do this, any carried Energy Crystals or pieces of Ore will be left on the ground, as well as the Energy Crystals that were powering the vehicle.

40

VEHICLE MENU

Click on a vehicle that has a driver, to see this
menu. Use this menu to control the actions
of the vehicle.

(A)   **Unload Vehicle**
        Click this icon to make a vehicle unload any
        cargo.

(B)   **Load Vehicle**
        Click this icon to load the vehicle then click
        on an Energy Crystal or piece of Ore and
        the vehicle will be loaded. Only certain
        vehicles can carry cargo.

(C)   **Upgrade Vehicle**
        Click this icon to see the Upgrade Vehicle menu, where you can
        change the vehicle's performance. To learn more about upgrading
        vehicles, look at the VEHICLE UPGRADE MENU on page 43.

(D)   **Get Out Of Vehicle**
        Click on this icon to make a Rock Raider get out of the selected vehicle.

(E)   **Eye View**
        If you want to see the game as if you were looking through the eyes
        of the Rock Raider, change the game view by clicking this icon. You
        can then use the cursor keys to control the vehicle.

41

F)   **Shoulder View**
      If you want to see the game as if you were looking over the shoulders of the Rock Raider, change the game view by clicking this icon. You can then use the cursor keys to control the vehicle.

(G)   **Teleport Vehicle To The L.M.S. Explorer**
      Click this icon to teleport the selected vehicle back to the L.M.S. Explorer. When you do this, any carried Energy Crystals or pieces of Ore will be left on the ground, as well as the Energy Crystals that were powering the vehicle. The driver will also be left in the cavern.

NOTE: Some vehicles have lasers instead of drills. Click a vehicle with a laser to select it, then click on it again. You can then move the laser in a circle by moving the mouse. Click the mouse button to fire the laser. When you have finished using the laser, you must click on the vehicle again to deselect it or the laser will be fired at the next place you click.

UPGRADE VEHICLE MENU

Click on the Upgrade Vehicle icon on the Vehicle
Menu and you will see this menu. Use this menu to
upgrade the speed, drilling power, scanner range
or the amount that can be carried.

(A)   **Upgrade Engine**
        Click this icon to increase the speed of a
        vehicle.

(B)   **Upgrade Drill**
        Click this icon to increase the drilling
        speed, or laser power, of a vehicle.

(C)   **Upgrade Scanner**
        Click this icon to upgrade the scanner on the vehicle.

NOTE: Not all vehicles have a scanner.

(D)   **Upgrade Cargo Hold**
        Click this icon to increase the amount of cargo that the vehicle can
        carry.

CONTROLLING YOUR ROCK RAIDERS

GAME VIEW MENU

When you switch to Eye View or Shoulder View, this menu is shown. The view you are currently using will be shown in gray and you will not be able to select it. You can change to a different view by clicking one of the other icons.

(A)   **Eye View**
        This is the view through the eyes of the currently selected Rock Raider.

(B)   **Shoulder View**
        This is a view over the shoulder of the currently selected Rock Raider.

(C)   **Top View**
        This is the view from the top of the cavern, looking down towards the floor. The game starts in this view.

While using Eye View or Shoulder View, you can control the movement of either the selected Rock Raider, or the selected vehicle, with the cursor keys.

⬆   Move forwards. If the Rock Raider or vehicle is made to move up to a wall, drilling will start automatically if the Rock Raider or vehicle has a drill.
⬇   Move backwards.
➡   Rotate right.
⬅   Rotate left.

> **NOTE:** Only the cursor keys can be used to move Rock Raiders or vehicles. The arrows on the numeric keypad will not work.

44

OTHER MENUS

There are two other menus that are available by clicking directly on the rock walls or cavern floors. The Drilling Menu is used to make your Rock Raiders drill or reinforce walls. The Paths And Fences Menu is used to make your Rock Raiders construct Power Paths or Electric Fences.

DRILLING MENU

When you click on a section of wall, it will turn blue in color to show that it has been selected and the Drilling Menu will be shown

A

B

C

D

(A)   **Drill Wall**
Click this icon to make your Rock Raiders or vehicles drill the selected wall. The wall will turn dark gray in color to show that it is about to be drilled. If you repeat the action, another Rock Raider or vehicle will start drilling. This will speed up the mining of the wall. Rock Raiders that are using hand drills can only drill walls made of Dirt and Loose Rock.

NOTE: The nearest Rock Raider or vehicle will automatically start drilling the wall.

(B)   **Reinforce Wall**
Click this icon to make a Rock Raider reinforce the selected wall. The wall will turn light green in color to show that it is about to be reinforced. Reinforcing walls will stop landslides or cave-ins, and also stop monsters from emerging through the walls.

45

(C)   Use Dynamite

Click this icon to make an Explosives Expert blow up the selected wall. The wall will turn red in color to show that it is about to be blasted. You must be careful where you use Dynamite, as it can damage any Rock Raiders, vehicles or buildings that are nearby. Dynamite can blow up all rock types, except Solid Rock.

(D)   Cancel Drilling Wall

Click this icon to stop all Rock Raiders and vehicles from drilling the selected wall. You can also click this icon to stop Rock Raiders and Explosives Experts from reinforcing or blowing up the selected wall.

PATHS AND FENCES MENU

A

B

C

When you click on the cavern floor, it will turn blue in color to show that it has been selected and the Paths And Fences Menu will be shown.

(A)   Power Paths

These important pathways connect all the buildings in your Rock Raider HQ and supply them with power. Just like a normal road, the Power Paths speed up Rock Raider and vehicle movement. They are also important in stopping lava from destroying the land around your base.

To construct a Power Path, click on the ground where you want your Rock Raiders to build it, then click on the Build Power Path icon. Your Rock Raiders will automatically build a Power Path in the selected spot.

NOTE: All your buildings must connect with a Power Path.

(B)   **Electric Fences**

Build these to defend your base against creatures, such as Rock Monsters and Slimy Slugs. You can place Electric Fences next to buildings or other Electric Fences, up to a distance of one block apart. In this way, you can build a long chain of Electric Fences to protect your base. The first Electric Fence must be placed next to a building so that it can get power from the Power Path underneath the building and supply the rest of the Electric Fences that are connected to it. To place an Electric Fence, a Power Station must have already been built. Any creature that runs into an Electric Fence will receive an electric shock and run away.

(C)   **Remove Power Path**
Click this icon to remove the selected Power Path. The area will turn into rubble.

TIP: **If you decide not to continue building a Power Path, click on the building site and then click the Cancel Building icon. The Power Path will not be built. To learn more about cancelling building, look at the CANCEL BUILDING MENU on page 39.**

RADAR

The Radar is positioned at the top left side of the screen. Click the icon to turn the radar screen on and off.

The Radar has two main uses. You can use it to see a map of the cavern or to keep an eye on your units.

Map View

Click this icon to show an overhead view of the cavern. The large arrow points in the direction that the camera is facing. You can press Zoom In or Zoom Out to move the camera closer to, or further away from, the map.
Below is a map key that tells you how to read the map.

Map Key:

DOTS

Yellow	Rock Raider
Red	Monster

SQUARES

White	Building
Very dark purple	Cavern floor
Dark purple	Solid Rock
Purple	Loose Rock
Light Purple	Dirt
Blue	Water
Orange	Lava
Light green	Energy Crystal Seam
Brown	Ore Seam
Yellow	Recharge Seam
Dark red	Undiscovered cavern
Dark green	Top of cavern wall
Yellow outline	Reinforced wall

If you keep the mouse pointer over an item for a short time, a description of the item will appear.

Track Object View

To keep a unit in view on the radar screen, click on it in the Map View. You will notice a small magnet icon that tells you that a unit can be selected. When the magnet icon is shown, click the mouse button to select the unit. Click on the Track Object View icon and the radar screen will then always show the selected unit, wherever it goes, until a different unit is selected in Map View.

TIP: **This is a good way to keep a close eye on your Rock Raiders, buildings and vehicles.**

WHAT IS YOUR ROCK RAIDER DOING?

When your Rock Raiders begin new tasks, you can tell exactly what they are doing by looking at the different thought bubbles that appear above their heads. To learn more about your Rock Raiders, look at the UNIT OVERVIEW section on page 58.

	The action requested can't be performed
	I have no orders
	I need to collect Energy Crystals
	I need to collect Ore
	I need to get a Shovel
	I need to collect Dynamite
	I need to collect barriers
	I need to collect an Electric Fence
	I need to get a Drill
	I need to get a Spanner
	I need to get a Hammer
	I need to collect Building Studs
	I need to get a Laser Beam
	I need to get a Pusher Beam
	I need to get a Freezer Beam
	I need to get a Sonic Blaster
	I am carrying an Energy Crystal

	I am carrying a piece of Ore
	I am carrying a Building Stud
	I am carrying Dynamite
	I am carrying a barrier
	I am carrying an Electric Fence
	I am going somewhere
	Action Stations!
	I am reinforcing this wall
	I am drilling this wall
	I am repairing this building
	I am clearing this rubble
	I am scared
	I am hungry
	I am going to use a vehicle
	I have upgraded
	I am building a Power Path
	I am training
	Energy Crystal is recharging

INFORMATION BAR

A
B
C

(A) **Action Stations!**

Click this icon to place the Rock Raider HQ on red alert! Any Rock Raiders that are carrying defensive tools will leap into action and use them to defend Rock Raider HQ. Click this icon again to cancel the alarm and make your Rock Raiders return to work. Action Stations! will also be sounded automatically when any building is damaged.

(B) **Options**

Click this icon to change the Game Speed, Music Volume, Sound Effects Volume, Brightness and Graphic Options. Any changes made will take effect instantly when you return to the game. If you forget the Mission Objective, click Replay Objective to read it again. If you want to stop the help text from being shown, click the Help Window option to turn it off (to turn it back on, click it again). Finally, click Continue Game to go back to the game.

NOTE: If you access this screen from the Pause Menu, Continue Game will be replaced by the Back option. Click this to go back to the Pause Menu.

52

(C)   **Priorities**
Click this icon to show a list of tasks that your Rock Raiders can carry out, in order of importance. These tasks are called Priorities and they tell a Rock Raider which task should be done first. If you keep the mouse pointer over a priority icon for a short time, its name will appear. If you click on a priority icon, it will go to the top of the list and become the most important task. For example, if the icon of the Energy Crystal is at the top of the list, collecting Energy Crystals will become the Rock Raiders' most important task. If there are no Energy Crystals to be collected, the next priority down the list will be carried out.

You can also move priority icons up and down the list in another way. Click on the side arrows to move the priority up or down one place. You can also switch priorities on and off, by clicking the small red cross. When a priority is switched off, it turns gray in color and the task will be completely ignored.

There is a Reset button at the side of the panel. Click this button to return the priority list to the way it was at the start of the mission. This is very useful if you make changes to the priority list and are having difficulty.

NOTE: Moving priorities can make a very big difference to the way the game plays and it is recommended that they are left alone until you fully understand what they do.

HOW TO PAUSE THE GAME

To pause the game, press the ESCAPE key on the keyboard. The game will pause and you will see a menu with four options for you to choose from.

(A)   **Continue Game**
      Click on this option to go back to playing the game.

(B)   **Options**
      Click on this option to go to the in-game options menu (see above).

(C)   **Restart Mission**
      Click on this option to begin playing the mission again.

(D)   **Quit**
      Click on this option to go to the Quit Game screen.

MESSAGE PANEL

You will see the Message Panel at the bottom left of the screen. Throughout the game, helpful messages will be shown in this panel.

A

B

C

(A)   **Text Window**
        Helpful information and advice will appear in this panel.

(B)   **Air Supply**
        This is a meter that shows you how much air is left in the cavern. To learn more about getting more air, look at the Support Station in the UNIT OVERVIEW section, on page 58.

NOTE: In some missions, there is lots of air and you won't have to worry about how much you have left.

(C)   **Message Icon**
        From time to time, the characters in the game will appear to give you important messages.

MESSAGE TYPES

These are the different messages that you will see.

	Your Air Supply is running low.
	Your Air Supply is running out.
	A new cavern has been discovered. (Rock)
	A new cavern has been discovered. (Lava)
	A new cavern has been discovered. (Ice)
	A Rock Raider has been trained. A unit has been upgraded. Well done! Mission complete.
	An Energy Crystal has been found.
	Ore has been found.
	Press SPACE to continue.

DROP DOWN MESSAGES

Throughout the game, helpful messages will appear. An icon for each message will drop down and be shown on the left-hand side of the screen. To read the message, click on the icon and it will be shown in a small message panel. A message may be repeated. For example, a landslide may happen more than once. The message icon will show a number to tell you how many times a landslide has happened. Click on the Go To icon, the small green arrow, to see where the landslide happened. Click on the Remove icon, the red cross, to remove the message after you have read it.

	A landslide has occurred.
	A lost Rock Raider has been found.
	A monster has appeared.
	A Rock Raider has been teleported out safely.
	A Slimy Slug is invading your base.
	Energy Crystals have been found.
	Power is being drained from a building.
	Your buildings are in danger.

UNIT OVERVIEW

ROCK RAIDERS

You can find out information about all of your Rock Raiders. Press the SPACE key to show information about them. Press the SPACE key again to hide the information.

You will see a green bar above the Rock Raiders. This shows the level of their Shield. The Shield is a protective force-field that stops Rock Raiders from being hurt. As the Shield gets more damaged, the bar turns red in color. If the Shield gets too low, the Rock Raider will be teleported to safety. The Shield cannot be recharged. Once it has gone, the Rock Raider will not be able to work in the dangerous underground caverns and must stay onboard the L.M.S. Explorer.

You will also see a small sandwich. This shows how hungry your Rock Raiders are getting. If a Rock Raider has a full sandwich, he does not need feeding. As time goes by, pieces of the sandwich will disappear to show that he is getting hungry. Rock Raiders need to eat food to keep their strength up. The hungrier a Rock Raider is, the more slowly he will work. When a Rock Raider gets too hungry, he will stop to rest. To feed Rock Raiders, select them and click on the Feed Rock Raider icon on the Rock Raider Actions Menu. They will go to the Support Station and eat until they are not hungry any more. They will then be able to work at full speed.

The thought bubble shows what task a Rock Raider is doing. To learn more about this, look at the WHAT ACTION IS YOUR ROCK RAIDER DOING? section on page 50.

 If you keep the mouse pointer over a Rock Raider for a short time, you will see information about what tools he is carrying and what skills he has learned.

The small tool icons show you what tools the Rock Raider is carrying:

A	B	C	D	E	F	G

(A) **Drill**
(B) **Shovel**
(C) **Hammer**
(D) **Spanner**
(E) **Laser Beam**
(F) **Pusher Beam**
(G) **Freezer Beam**

The small icons below the tools show you which skills the Rock Raider has learned.

A	B	C	D	E	F

(A) **Driver**
(B) **Sailor**
(C) **Geologist**
(D) **Engineer**
(E) **Explosives Expert**
(F) **Pilot**

BUILDINGS

LEGO Rock Raiders has a large number of different buildings that you can construct.

There are three important things that you need to know about each building.

Dependency

In LEGO Rock Raiders, some buildings must be constructed before others. This idea is called a dependency. For example, the Teleport Pad cannot be constructed until the Tool Store has been constructed and upgraded. To find out the dependency of a building, keep the mouse pointer over the icon of the building that you want to construct. After a short time, a set of icons will show you which buildings you must have before you can construct the new building. An icon that is gray in color shows you which building is missing. You must construct missing buildings before you can continue with constructing the new building.

Raw Materials

To construct buildings, you need raw materials. In LEGO Rock Raiders, buildings are constructed from Ore and Energy Crystals. When a new building construction is under way, your Rock Raiders will take the raw materials needed and place them on the building site. When they have collected enough of each raw material, the building will be constructed.

TIP: **To find out how many raw materials are still needed, keep the mouse pointer on the building site. The number of Energy Crystals and pieces of Ore that are still needed will be shown after a short time.**

Building Upgrade

Upgrading a building gives you a new range of construction options. For example, upgrading a Tool Store enables you to construct the Teleport Pad. If you do not upgrade the Tool Store, you will not be able to construct any other buildings. Each building can be upgraded a maximum of three times. To upgrade a selected building, click on the Upgrade Building icon in the Building Maintenance Menu. Each upgrade takes five pieces of Ore or one Building Stud.

Here is a summary of all the buildings and their different uses.

TOOL STORE

The Tool Store is the first building needed for any Rock Raider HQ and the starting point of every base. It is a multi-purpose building, as it not only acts as a temporary Teleport Pad, but also stores all the tools needed by the Rock Raider team. Collected raw materials are also stored in the Tool Store.

Dependency: **At least 1 Rock Raider must be present**

Raw Materials: **None**

Building Upgrade:
Level 1:   **Once you have upgraded the Tool Store, you can construct the Teleport Pad**

Level 2:   **When you upgrade the Tool Store to Level 2, you can train a Rock Raider as an Explosives Expert**

TELEPORT PAD

The Teleport Pad is a very important building. Rock Raiders and some of the Small Vehicles use the Teleport Pad to travel into the underground caverns from the L.M.S. Explorer. This building is where Rock Raiders can train as Pilots. When you have constructed a Support Station you can use the Teleport Pad to transport the Hover Scout, Small Digger and Small Transport Truck.

Dependency:	**Tool Store (L1)**
Raw Materials:	**8 pieces of Ore (or 2 Building Studs)**
Building Upgrade:	
Level 1:	**Once you have upgraded the Teleport Pad to Level 1, you can build the Power Station and the Docks.**
Level 2:	**When you upgrade the Teleport Pad to Level 2, you can transport the Small Mobile Laser Cutter and Tunnel Scout**

DOCKS

The Docks are always constructed on the bank of an underground lake or river. They are used for mooring the Rapid Rider and the Cargo Carrier. Rock Raiders also use the Docks to train as Sailors. Once a Rock Raider has been trained as a Sailor, you will be able to use the Rapid Rider to explore the underground lakes and caverns.

Dependency: **Tool Store (L1) and Teleport Pad (L1)**

Raw Materials: **1 Energy Crystal**
                         8 pieces of Ore (or 2 Building Studs)

Building Upgrade: **There is no upgrade for this building.**

POWER STATION

The Power Station is extremely important, as it is where the power is extracted from Energy Crystals and used to supply energy to the Rock Raider HQ. Once a Power Station has been constructed, the collected Energy Crystals are taken by your Rock Raiders and added to the Power Station as fuel. When all the power has been taken from an Energy Crystal they are taken from the Power Station and placed in the Tool Store, ready for recharging at a recharge seam. An Energy Crystal that has no power left will turn purple in color.

Dependency: **Tool Store (L1) and Teleport Pad (L1)**

Raw Materials: **2 Energy Crystals**
                               12 pieces of Ore (or3 Building Studs)
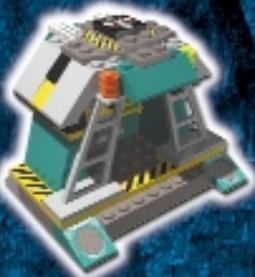
Building Upgrade:
Level 1:   **Once you have upgraded the Power Station, you can construct the Support Station.**

SUPPORT STATION

The Support Station is where Rock Raiders go to eat. You can train Rock Raiders as Drivers at this building. Another important job for the Support Station is to clean the air. This building is urgently needed in missions where clean air is running out. Once the Support Station has been constructed, more Rock Raiders can work in a cavern.

NOTE: One Support Station supports ten Rock Raiders.

Dependency: **Tool Store (L1), Teleport Pad (L1) and Power Station (L1)**

Raw Materials: **3 Energy Crystals**
15 pieces of Ore (or 3 Building Studs)

Building Upgrade:

Level 1: **Once you have upgraded the Support Station, you can construct the Geological Center, Upgrade Station and the Ore Refinery.**

Level 2: **When you upgrade the Support Station to Level 2, you can construct the Mining Laser and the Super Teleport.**

UPGRADE STATION

The Upgrade Station is where vehicles can be upgraded. This building is also where Rock Raiders can train as Engineers.

'Dependency:	**Tool Store (L1), Teleport Pad (L1) and Power Station (L1)**
Raw Materials:	**3 Energy Crystals 20 pieces of Ore (or 4 Building Studs)**
Building Upgrade: Level 1:	**Once this building has been upgraded, vehicle upgrades take less time.**

GEOLOGICAL CENTER

Once the Geological Center has been constructed, its powerful scanning equipment begins to scan the area around the building. You will notice this on the radar screen. Any Ore Seams, Energy Crystal Seams and Recharge Seams within its range will also be shown on the radar screen. You can also train Rock Raiders as Geologists at this building.

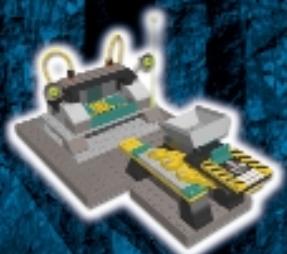|	
Dependencies:	**Tool Store (L1), Teleport Pad (L1) and Power Station (L1)**
Raw Materials:	**3 Energy Crystals 15 pieces of Ore (or 3 Building Studs)**
Building Upgrade: Level 1:	**Once this building has been upgraded, the scanner range is increased**
Level 2:	**When you upgrade the Geological Center to Level 2, the scanner range increases to the maximum**

ORE REFINERY

The Ore Refinery is where Ore is made into Building Studs. Once an Ore Refinery has been constructed, your Rock Raiders will take the collected Ore to be refined at this building. It takes five pieces of Ore to make one Building Stud. Your Rock Raiders store the Building Studs in the Tool Store and can use them to construct new buildings and upgrade buildings.

Dependency:	**Tool Store (L1), Teleport Pad (L1) and Power Station (L1)**
Raw Materials:	**3 Energy Crystals** **20 pieces of Ore (or 4 Building Studs)**
Building Upgrade:	
Level 1:	**Once the Ore Refinery has been upgraded to Level 1, the amount of Ore needed to make a Building Stud becomes four pieces.**
Level 2:	**Once the Ore Refinery has been upgraded to Level 2, the amount of Ore needed to make a Building Stud becomes three pieces.**
Level 3:	**Once the Ore Refinery has been upgraded to Level 3 the amount of Ore needed to make a Building Stud becomes two pieces.**

MINING LASER

The Mining Laser is a powerful beam that can be used to blast through all rock types except Solid Rock. Firing the Mining Laser uses up Energy Crystals and should be used wisely.

Dependency:	**Tool Store (L1), Teleport Pad (L1), Power Station (L1) and Support Station (L2)**
Raw Materials:	**1 Energy Crystal** **15 pieces of Ore (or3 Building Studs)**
Laser:	**2 laser blasts uses up 1 Energy Crystal**
Building Upgrade: **Level 1:**	**Once the Mining Laser has been upgraded to Level 1, four laser blasts will only use up one Energy Crystal**

SUPER TELEPORT

The Super Teleport has more than double the power of the Teleport Pad. Once constructed, it is used to transport the largest Rock Raider vehicles to the underground caverns. The Loader Dozer, Granite Grinder, and Small Mobile Laser Cutter all use the Super Teleport to transport from the L.M.S. Explorer.

Dependencies: **Tool Store (L1), Teleport Pad (L1), Power Station (L1) and Support Station (L2)**

Raw Materials: **2 Energy Crystals**
20 pieces of Ore (or 4 Building Studs)

Building Upgrade:
Level 1: **Once the Super Teleport has been upgraded to Level 1, the Large Mobile Laser Cutter and Chrome Crusher can be transported. If you have constructed the Docks, you can transport the Cargo Carrier and use it to carry small vehicles and Rock Raiders across water.**

VEHICLES

LEGO Rock Raiders has a large number of different vehicles that your Rock Raiders can use.

There are four important things that you need to know about each vehicle.

Dependency

In LEGO Rock Raiders, some buildings must be constructed before you can transport vehicles to the underground caverns. This idea is called a dependency. For example, the Teleport Pad and a Support Station must be constructed before you can transport vehicles. To find out the dependency of a vehicle, keep the mouse pointer over its icon. After a short time, a set of icons will show you which buildings you must have before you can transport the new vehicle. An icon that is gray in color shows you which building is missing. You must construct the missing buildings before you can transport the new vehicle.

Drivers, Pilots and Sailors

Each different type of vehicle needs a Rock Raider controlling it. There are three types of vehicle. All land-based vehicles need to be controlled by a Rock Raider that has trained as a Driver. All water-based vehicles need to be controlled by a Rock Raider that has trained as a Sailor. All air-based vehicles need to be controlled by a Rock Raider that has trained as a Pilot.

Power

Energy Crystals power all of your vehicles. Your Rock Raiders need to collect a certain number of Energy Crystals before a vehicle can be transported to the underground cavern.

Upgrades

Vehicles are upgraded at the Upgrade Station. Click the Upgrade Vehicle icon and the selected vehicle will go to the Upgrade Station and be upgraded automatically. There are four types of vehicle upgrade. The amount of Ore needed for an upgrade is different from vehicle to vehicle.

> **NOTE:** Not all vehicles can be upgraded. Here is a summary of all the vehicles and their different uses.

HOVER SCOUT

The Hover Scout is designed to make long distance reconnaissance over land easier and quicker. It can travel over rubble and rock debris, at high speed, and uses the latest hover propulsion technology. A Rock Raider must be trained as a Pilot to use this vehicle.

Dependency:	**Tool Store (L1), Teleport Pad (L1), Power Station (L1) and Support Station**
Power:	**1 Energy Crystal**
Upgrades:	**Engine = 10 pieces of Ore** **Scanner = 5 pieces of Ore**

SMALL DIGGER

The Small Digger is a very useful little vehicle. It uses twin chainsaw blades to cut through all types of rock, except Solid Rock. Although this is not the fastest cutting machine, it is a good choice of vehicle at the start of a mission. A Rock Raider must be trained as a Driver to use this vehicle.

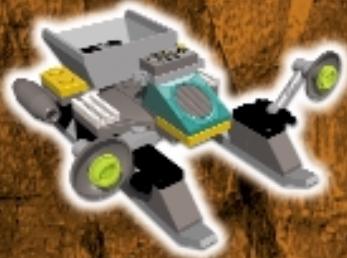**Dependency:** Tool Store (L1), Teleport Pad (L1), Power Station (L1) and Support Station

Power: 1 Energy Crystal

Upgrades: Engine = 10 pieces of Ore
Drill = 10 pieces of Ore
Scanner = 5 pieces of Ore

SMALL TRANSPORT TRUCK

The Small Transport Truck is also very useful at the start of a mission. It can be used to carry raw materials from drilling sites back to Rock Raider HQ. It can carry much more than a Rock Raider and travels much faster. A Rock Raider must be trained as a Driver to use this vehicle.

Dependency:	**Tool Store (L1), Teleport Pad (L1), Power Station (L1) and Support Station**
Power:	**2 Energy Crystals**
Upgrades:	**Engine = 10 pieces of Ore**
	Scanner = 5 pieces of Ore
	Carry Capability = 5 pieces of Ore

RAPID RIDER

The Rapid Rider is the most basic water-based vehicle. It can travel across underground lakes and rivers and although it cannot carry much cargo, it is an excellent reconnaissance craft. A Rock Raider must be trained as a Sailor to use this vehicle.

Dependency: Tool Store (L1), Teleport Pad (L1), Docks and Power Station

Power: 2 Energy Crystals

Upgrades: Engine = 10 pieces of Ore
Scanner = 5 pieces of Ore
Carry Capability = 5 pieces of Ore

SMALL MOBILE LASER CUTTER

The Small Mobile Laser Cutter is excellent at blasting through Dirt and Loose Rock, using its powerful beam. Although it is extremely fast at mining, it uses a lot of power. A Rock Raider must be trained as a Driver to use this vehicle.

Dependency:	**Tool Store (L1), Teleport Pad (L2), Power Station (L1) and Support Station (L1)**
Power:	**3 Energy Crystals**
Laser:	**2 laser blasts uses up 1 Energy Crystal**
Upgrades:	**Drill = 15 pieces of Ore**

TUNNEL SCOUT

The Tunnel Scout is ideal for more advanced reconnaissance, as it can fly over water, lava and land. It gives the Rock Raider team greater flexibility over mixed terrain and its high speed keeps its pilot out of trouble. A Rock Raider must be trained as a Pilot to use this vehicle.

Dependency:	**Tool Store (L1), Teleport Pad (L2), Power Station (L1) and Support Station (L1)**
Power:	**3 Energy Crystals**
Upgrades:	**No upgrades available**

LOADER DOZER

The Loader Dozer is a heavy-duty bulldozer and is good for clearing large areas of rubble quickly. It can carry large amounts of cargo, making it very useful for moving large loads. A Rock Raider must be trained as a Driver to use this vehicle.

Dependency: **ToolStore (L1), Teleport Pad (L2), Power Station (L1), Support Station (L1) and Super Teleport**

Power: **4 Energy Crystals**

Upgrades: **Engine = 20 pieces of Ore**
Scanner = 5 pieces of Ore
Carry Capability = 5 pieces of Ore

GRANITE GRINDER

The Granite Grinder is the "big brother" of the Small Digger. Its giant drill is very high powered and it grinds through rock more quickly than any of the smaller vehicles. Its unique "walker" legs make it able to cross rubble and rock debris safely and easily. A Rock Raider must be trained as a Driver to use this vehicle.

Dependency: **Tool Store (L1), Teleport Pad (L1), Power Station (L1) and Support Station (L2) and Super Teleport**

Power: **3 Energy Crystals**

Upgrades: **Engine = 20 pieces of Ore**
Drill = 20 pieces of Ore
Scanner = 5 pieces of Ore

LARGE MOBILE LASER CUTTER

The Large Mobile Laser Cutter is the "big brother" of the Small Mobile Laser Cutter. It is excellent at blasting through Dirt and Loose Rock, using its powerful beam. Although it uses the same amount of power as the Small Mobile Laser Cutter, the laser is more powerful and will cut through rock more quickly. A Rock Raider must be trained as a Driver to use this vehicle.

Dependency:	Tool Store (L1), Teleport Pad (L1), Power Station (L1) and Support Station (L2) and Super Teleport (L1)
Power:	4 Energy Crystals
Laser:	4 laser blasts uses up 1 Energy Crystal
Upgrades:	Drill = 25 pieces of Ore
	Scanner = 5 pieces of Ore

CHROME CRUSHER

The Chrome Crusher is the "big daddy" of the Rock Raiders vehicles. It is armed with everything a Rock Raider will ever need in the dangerous underground caverns. Its powerful drill and high-energy laser equipment are a match for any kind of Rock! A Rock Raider must be trained as a Driver to use this vehicle.

Dependency:	**Tool Store (L1), Teleport Pad (L1), Power Station (L1) and Support Station (L2) and Super Teleport (L1)**
Power:	**5 Energy Crystals**
Laser:	**4 laser blasts uses up 1 Energy Crystal**
Upgrades:	**Engine = 15 pieces of Ore** **Drill = 20 pieces of Ore**

CARGO CARRIER

The Cargo Carrier is a large water-based craft that is generally used to ferry equipment over the underground lakes and rivers. It has a large cargo hold that it is able to carry most of the small vehicles and the Rock Raiders across water. A Rock Raider must be trained as a Sailor to use this vehicle.

Dependency: **Tool Store (L1), Teleport Pad (L1), Docks, Power Station (L1), Support Station (L2) and Super Teleport (L1)**

Power: **4 Energy Crystals**

Upgrades: **No upgrades available**

CREATURES

The Rock Raiders have been on full alert since they arrived on this strange new planet. It seems that the Radar has picked up all sorts of strange readings including creatures made of Rock, Ice and even Lava! There is very little is known about this unexplored planet and the Rock Raiders aren't taking any chances.

ROCK MONSTER

Very little is known about Rock Monsters, since only a few have ever been seen before. There is a rumor that Chief encountered one in his youth, but he has never talked about the experience to anyone! The only information that exists are these notes that he made on the ship computer, "The creature appeared to be made of Rock and stood at least twice as tall as me. It had fiery eyes and a fearsome roar that almost turned me to stone! I was terrified as I watched it eat a great pile of Energy Crystals. Once it had finished it seemed to just disappear into the Rock!"

ICE MONSTER

Like the Rock Monster, the Ice Monster appears to be a creature that survives by eating Energy Crystals. There have only been a few sightings of the creature so far, but they appear to be much larger than the average Rock Raider and are made from solid ice!

LAVA MONSTER

The Lava Monster has been detected by the scanners onboard the L.M.S. Explorer, deep in the molten core of the planet. The information indicates that it is an enormous creature that is able to survive living in the extreme heat of the lava!

SLIMY SLUG

Several of these giant slugs have been seen hanging around the Rock Raider HQ. Fortunately, they don't appear to be aggressive but their main food source seems to be Energy Crystals.

BATS

Black Bats seem to be thriving in the underground caverns. Living in large groups, they appear to be mostly harmless creatures but they do not like to be disturbed by the noise of drilling!

SMALL SPIDERS

Small Spiders seem to be everywhere, infesting dark corners and hiding in rock falls. They appear to be the most common creature on the planet. Luckily, they are only small and Docs has identified them as non-poisonous. However they do secrete a super slippery substance that protects them from being eaten by the Bats! Rock Raiders may find it a bit slippery when they work near to the Small Spiders!

CREDITS

Developed by
Data Design Interactive

Programming Team
Tony Stoddart - Head Of
Programming
Rob Wilson - Lead Programmer
Paul Bell
Andy Ray
Karl White

Art Team
Rob Dorney - Head Artist
Stuart Barnecutt
Ian Deary
Simeon Hankins
Mark Harrison
Hearl Hutchinson
Teoman Irmak
Jim Methuen
Simon Scott

Animation - Artworld UK
Dave Garbett – Head Of Animation
Graham Collier

Published by
LEGO Media International
Mark Livingstone - Worldwide
Managing Director

Product Development
Laurence Scotford - Head of
Constructive, Games & Girl's
Software
Tomas Gillo - Senior Producer

Testing & QA
Tony Miller - QA Manager
Rob Marsh - Lead Tester
Michael Ray - US Sr. Consumer
Support Specialist

Localization
Cara McMullan - Localization
Manager

Production
Nic Ashford - UK Logistics Manager
Karen Difronzo - US Logistics
Manager

Public Relations
Jon Todd - UK PR Manager
Jeff James - US PR Manager

International Marketing
Petra Bedford - Marketing
Director - Europe & Asia
Amy Schwelling - Marketing
Manager for the title

Ron Gibson - US Marketing
Manager
Chad Pelletier- US Project
Coordinator

**Conceptual Artwork and
Storyboarding**
Andrew Price

Level Design Team
Karl White
Dave Allen

Sound And Music
John Saull
Jon Harrison
Joseph Harper

Q.A. Testing Team
Dave Allen
James Poulton

Manual Design
Jim McPhail

Management
Stewart Green - Executive
Producer
Eamonn Barr - Project Manager

International Sales
Leah Kalboussi - Sales Director -
Europe & Asia
Gregg Sauter - US Sales & Marketing
Director

Kids Testers
Special thanks go to all the children
who gave their valuable input through-
out the development of this title.

Additional Thanks
A big thank you to all our families for
support throughout the development
of the project and to Jan Blaesild,
André Stenbryggen, Betina Krøigaard,
Jens Frederiksen, Troels Halken and
Søren Dyrhøj at Futura. Thanks also to
Mark Boobyer and Alan Boorman for
their musical contribution.

TECHNICAL SUPPORT

If you are experiencing difficulties running LEGO Rock Raiders and need technical support, it may be a common issue that can be easily resolved. You should first check the readme.txt file on the LEGO Rock Raiders CD to see if it is a known issue. If so, follow those instructions to resolve it. If not, or if those instructions do not correct the issue, you should check our web page at www.legomedia.com, or you can e-mail us at help@america.legomedia.com. At this point if you still have questions, you should fax us at 860-763-7850 or call us at 800-366-6062.

If you do contact us, be sure to provide us with as much information as possible. Make sure to note the exact type of hardware that you are using in your system, including but not limited to:

Speed and manufacturer of your processor
Make and model of your sound card
Make, model and RAM of your video card/graphics accelerator card
Make, model and speed of you CD-ROM or DVD drive
Amount of RAM in your system
Any additional hardware and peripherals
And the exact error (if applicable)

NOTE: If you cannot locate any of your system information, please contact your computer vendor.

In the event you call, please be in front of your computer as it aids in troubleshooting the issue and increasing the likelihood of correcting the issue.

100% SATISFACTION GUARANTEED OR YOUR MONEY BACK

We are committed to bringing you the best software possible. If you are not completely satisfied with this LEGO Media product, you are entitled to return it within 30 days of the date of purchase, provided that the complete product is returned, i.e. undamaged, and it includes all materials from the box you purchased together with the original receipt. Please let us know whether you would prefer another LEGO Media product of equal or lesser value or a refund. The above is in addition to, and does not affect, your statutory rights as a consumer.

Please contact Customer Services for details.

EPILEPSY WARNING

Please read before using any video game or allowing your children to use it.
Some people are liable to have an epileptic seizure or loss of consciousness when exposed to flashing lights or certain normal conditions of everyday life. Such persons could risk a seizure while watching televised images or while playing certain video games, and this can occur even if there have been no previous medical problems or experience of epilepsy.
If you or a member of your family has ever shown epileptic symptoms (seizure or loss of consciousness) when exposed to flickering lights, consult your doctor before playing.
Parents should supervise their children's use of video games. If you or your children experience any of the following symptoms – dizziness, altered vision, eye or muscle twitches, loss of consciousness, disorientation, involuntary movements or convulsions – discontinue use immediately and consult your doctor.

PLEASE TAKE THE FOLLOWING GENERAL PRECAUTIONS WHEN PLAYING VIDEO GAMES
Do not sit too close to the television screen; position yourself with the linking cable at full stretch. Play video games preferably on a small screen. Do not play if you are tired or have not had much sleep. Make sure that the room in which you are playing is well lit. Rest for 10-15 minutes per hour while playing video games.

games.